

**ATARI OWNERS!**

## **ATARI ADAPTER DISK**

**For Use on XL Series Atari Computers Only**

**Requires 64k Memory**

The ATARI Adapter Disk lets you run most existing disk-based educational programs using your new MUPPET LEARNING KEYS. Your children will get more enjoyment out of programs you already own and learn how to use new ones more quickly!

To use, Plug MUPPET LEARNING KEYS into Port 2 and:

1. Turn on your disk drive, and, after the BUSY light goes out, insert the diskette – with the ATARI ADAPTER DISK label facing up – into your disk drive.
2. Turn on your computer to load the ATARI ADAPTER into your computer.

NOTE: If your computer has built-in BASIC and the application software user's guide instructs you to remove any cartridges from your computer, you must disable BASIC by pressing the OPTION key on your computer when you turn your computer on. Hold OPTION down until the "One moment please" prompt appears on your screen.

3. Remove the ATARI ADAPTER DISK from the disk drive when the message to do so appears.

4. Insert the application diskette into your disk drive, then press SELECT on your computer to load the software into your computer.

The special keys on the MUPPET LEARNING KEYS will now correspond to keys on your computer's keyboard:

|               |   |                            |
|---------------|---|----------------------------|
| KERMIT'S GO   | = | RETURN                     |
| FOZZIE'S STOP | = | ESCAPE                     |
| GONZO'S OOPS  | = | DELETE ([SHIFT] BACKSPACE) |
| ERASER        | = | BACKSPACE                  |
| ARROW KEY     | = | ARROW KEY                  |

In addition, MISS PIGGY'S HELP will display a question mark. Hence, if your application program gives help messages in response to a question mark, simply push HELP, then GO and those messages will be displayed. The ZAP button allows you to start the application program over again or move on to another program. To start another program, place the new application disk into the disk drive, then press ZAP. By using the CAPS key on your ATARI computer keyboard, you can input upper or lower case letters from the MUPPET LEARNING KEYS (if the application program recognizes lower case input). The color keys will change the background color being used by your application program. To return to the default background color, simply press the PAINT BRUSH beneath the color keys.

# MUPPET LEARNING KEYS

## Commodore 64 Owners

When using the Muppet Learning Keys, please remember to:

1. **First**, plug the Muppet Learning Keys keyboard into the computer.
2. **Then**, turn on your television or monitor and insert the software into the disk drive.
3. **Don't** use the keys on the Muppet Learning Keys keyboard until the software has finished loading. When you see Kermit, Miss Piggy and the gang, you can begin using the keyboard by pressing GO.

The program may not work quite right if the Muppet Learning Keys keyboard is touched before the software has completely finished loading. For example, you may find that when you select a letter on the keyboard, the letter next to it, or above it, appears on the screen instead. To prevent this from happening you will need to start over again by following the directions above or, you can press the SHIFT and the F8 keys on your Commodore 64 keyboard and the program will start over again by itself.

